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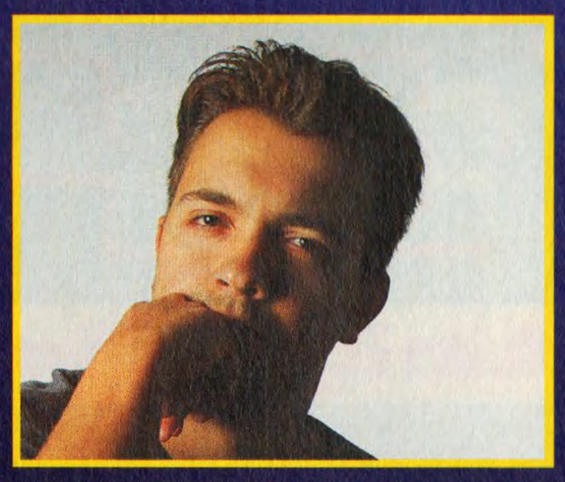

Greetings!
Hello! I'm Jim Douglas, and I'm the editor of GamesMaster magazine. Now, I know what you're thinking. Well, possibly not exactly, but I would imagine at least one definite question has flashed across your lobes: "What is going on?" One minute you're happily reading your favourite games magazine and the next, you're reading GamesMaster! It's a disgrace! It's like one of those infernal Sega pirate ads!

Well, er, you're right actually. But never mind that. The important thing is that we're here now and our aim is to introduce you to the not inconsiderable delights of GamesMaster magazine. Over the next 15 pages or so we'll try to cram in just some of the information that you'd find in a typical issue of GM. And let's be honest, not only the information. You see, at GamesMaster, we realise what the games industry is all about. And how much of a laugh we can have. Humour, in this decaying, recession-hit world is so important, don't you think? Well we do. So if you like a chuckle *and* if you like what's here, then you'll find all sorts of interesting purchasory information towards the back of the mini mag explaining how you can catch a dose (ahem) of GamesMaster excellence every month. If you don't, then bear in mind that it's all completely unrepresentative and you're certain to like the real thing.

SO WHAT IS GAMESMASTER MAGAZINE?

GamesMaster is a monthly magazine from Future Publishing – the same people who produce Sega Power, Amiga Power, Total!, Edge, and a host of others which, at the moment, we can't quite remember the titles of. It's based around the hugely successful Channel 4 videogames show and also just happens to be the biggest-selling videogames magazine in the whole of the United Kingdom.

Each month we aim to give a complete overview of all that's exciting in the world of electronic gaming. Whether it be a hot new title on computer or console, handheld or arcade machine, you'll read about it first in GamesMaster. This means that it doesn't just give you the latest, best reviews. It also gives you the smartest news, the most tantalising previews, the most comprehensive tips and the most happening letters.

GamesMaster, we like to think, is not just a guide to buying games and mastering them. It's also a means by which you become, if you will, plugged into the entire games scene. The industry is fast-moving, quick-changing and rapidly-metamorphosing. And we're right here, covering all the latest releases in both hardware and software.

The difference between us and most magazines is that we see everything that happens. We don't stick to one format and we don't miss out on anything. We have our own informed and highly professional opinions and we might occasionally disagree with the rest of the magazine fraternity. But we're safe in the knowledge that we're right. Usually. So buying GamesMaster in conjunction with a format-specific mag from Future gives you the complete picture, every month. It's a perfect set-up and we're working hard at keeping it like that.

20 PAGES OF TIPS!
Britain's biggest-selling games magazine!
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GAMES MASTER
Sega! Nintendo! Amiga! More!
Issue Eight August 1993
COMBAT SPECIAL
10 pages of fist-on-face action including: Mortal Kombat, Final Fight CD, World Heroes 2, Final Fight 2 and three new versions of Streetfighter II.
The smacking starts on page 30!
KILLER GK!
WIN
10
MEGA DRIVE & MEGA CD SYSTEMS
BECOME A TV STAR!
Your chance to appear in the new series of GamesMaster
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Rush to page 40
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H-U-U-U-G-E DOUBLE-SIDED POSTER INSIDE!
PLUS!
Dominik's US show report!

REVIEWS

Our reviews are tough, fair and (every now and again) quite funny. Important games get bumper three or even four-page treatments, and we cover other new releases in our review-shorts round-up section. We score games for graphics, sound, playability, lastability and, of course, there's an overall Judgement rating.

An average issue will carry some 45 pages of reviews. Each review also carries at least one second opinion from another writer, further adding to the breadth of opinion we give for each game.

Judgement Dials
It'd be very easy just to give one verdict on a game. But most games need more than that. So we break down the scores into Graphics, Sounds, Playability and Lastability. There's a comment for each, so when you go into the shop, you know what you'll get for your precious dosh.

Judgement
This is where it all matters. The best-looking game in the world might play like a pig. So peep at our Judgement and you'll instantly know whether any game is worth forking out for. We take ages and ages to sort out the Judgements, so you're getting the opinions of loads of people who know that game inside out. We're hard, but fair. So listen up. Okay?

Second opinion
Why trust one view? Here you'll find another, independent, strong opinion.

GamesMaster tip
And if you buy the game you could do with some help. We'll give it here.

ASTER MAGAZINE

TIPS ZONE

Each month the GamesMaster himself hosts our tips section, a full 20 pages of cheats, maps, level breakdowns and general gaming advice. We'll only tip the biggest games. The *Jungle Strikes*, *Alien 3s* and *Sensible Soccers*. Advice for the games you own. It's not just general common sense – games don't often work that way. You'll get the programmers' tricks, the traps and pitfalls and the bonus levels. In fact, if it's in the game, we'll find it. And we'll tell you.

There's also the Consoletation Chamber where readers' cries for help are answered through the pages of the mag. Whether you're stuck on level one, or you can't beat the final boss, we'll be able to help you. The GamesMaster himself knows everything about every game ever (well that's his boast, anyway), so don't think you can fox him. Just ask and you'll be answered. Games you'd given up on will suddenly be worth their cost all over again as you realise that a simple cheat, tip or code could get you through to levels you'd only dreamed about.

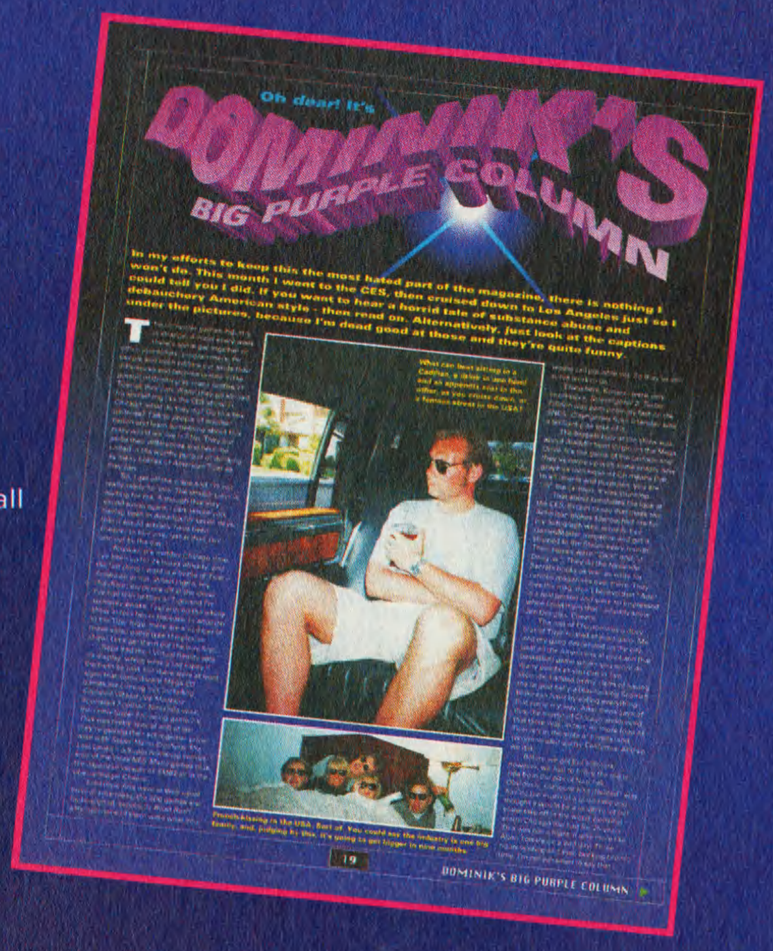
Of course, there'll be tips, walk-throughs and total solutions for *all* the big games on every format, so whatever you buy, you'll soon be wearing a big happy smile as you breeze past all the worst bits. And you'll thank the GamesMaster forever for his help.

So if you're stuck, write to us. We'll sort you out and enhance your, er, gameplaying pleasure forever.

DOMINIK DIAMOND'S BIG PURPLE COLUMN

Emcee Dominik reports on goings-on in the games biz. Backstage at launches, onstage at events, you can always trust Dom to get drunk and fall over someone in a big inflatable character costume. He'll also name his current top five games, steer you clear of villains and puncture the mystique of television by revealing the jobs behind the people on the GamesMaster show.

Dom isn't your average TV megastar, you see. Well, actually he is. But he somehow finds time to make GamesMaster magazine even better every month by ranting, raving (yes, there's plenty of raving) and generally carrying on. It's fine reading.



ARCADIA

Kate Barnett (Editor of top coin-op trade mag Arcade Business) writes every month for GamesMaster on the latest and – hey! – greatest developments of a slotulatory nature. Anything worth playing in the coin-palaces you'll find first in GM.

So if you're one of the people who simply *must* know the ins and, sadly, the outs of every arcade machine available in this country, just turn to this page. Here you'll find enough info to dazzle your friends, perplex your enemies and make fools of your family as you cooly spout off about Streetfighter 6 (or whatever). You can also check out the current fave machines in our arcade chart.

IN THIS MINI MAG

4 ALL CHANGE! Okay, so even *you* may not have thought about buying a new machine recently, but that's probably because you haven't considered some of the rather good deals around at the moment. In the slim summer months, retailers are falling over themselves to offer you some smart discount and bundle action. Latest prices and forthcoming releases.

6 GAMESMASTER SERIES 3 The most eagerly awaited TV series since Series 2! Exclusive information on the creation, concept and other "c" words of the next set of shows. It's quite a surprise!

10 GAMESMASTER RECOMMENDS A run-down of all the major genres for all the best machines, each with recommendations from the extra-tough GM review team. If you haven't got all of these games, your collection just isn't complete.

15 THIS MONTH The new issue of GamesMaster magazine is a beautiful thing indeed. More details are here.

CREDITS
GamesMaster magazine is edited by Jim Douglas. Wayne Allen is the Art Editor. The Deputy Editor is a man called James Leach and Alison Harper is our Production Editor. She is assisted by Deborah Cook. Our two staff writers are Andy Lowe and Les Ellis. Lam Tang and Simon Barnes are our Deputy Art Editor and Art Assistant respectively.

RAGE AGAINST THE MACHINE

So you've got yourself a machine. Get it for Christmas or birthday, perhaps? Whenever you got it you probably think that it's the bee's knees, the dog's whatever. Well, we've got news for you. Whichever machine you own there is probably one better somewhere. So then, feel like checking out what else is around? Wanting to have a quick peek over jealousy fence? Well, take a look over these pages to suss out the competition and, maybe, plan your next dream machine. Anyway, whatever your desires, loves and lusts, read on and, just maybe, you'll learn something.

SEGA MEGA DRIVE

Sonic Pack (includes *Sonic 1* and two joypads) – £129.99.
Sports Pack (includes *Sonic 1, EA Hockey, John Madden Football* and two joypads) – £149.99.
***Sonic 1* and *Streets of Rage 1* with two joypads – £149.99.**
***Sonic 1* and *World Cup Italia 90* with two joypads – £149.99.**
Menacer Pack (includes light gun, six game cart and one joypad) – £149.99.

The Mega Drive was the first of the 16-bit consoles to appear from Japan and it certainly took us all by storm when it arrived on these shores.

The virtually arcade-perfect games such as *Golden Axe* and *Super Monaco GP* made games-players everywhere take notice. Modern games such as *Flashback*, *Jungle Strike* and the soon-to-emerge *Streetfighter 2* prove that this machine is still nowhere near the end of its gaming life.

Although a dedicated gaming machine, the addition of the new Mega CD (more on this later on in the feature) has afforded a new dimension to the Mega Drive. Karaoke, interactive movies and huge multi-faceted games are all winging their way towards the Sega machine.

With loads of games (that seem to get better and better) coming out every month, the Mega Drive will be up there with the best of them for a few years yet.

SUPER NES (SNES)

Action Set (includes Super Scope light gun, six game cart and one joypad) – £159.99. (Shop around though as some high street shops are selling it for £99.99).
***Streetfighter 2* pack (including *Streetfighter 2* game) – £159.99. (Again, some shops sell it for £129.99).**
***Starwing* pack (including *Starwing* and one joypad) – £129.99.**
SNES All Stars pack (including *Mario All Stars*) – £129.99.

It came, it saw, it... Well, almost. The Super NES has had a huge impact on the videogames scene since its launch, racking up rather impressive sales figures in the light of some very intense competition from Sega.

With loads of impressive tech stats, the SNES can do what a lot of machines could only dream of, and, with the addition of the new Super FX chip in some of the games to give even more power to the carts, it's going to be a real rat-race between this and the Mega Drive.

SNES games started out as being brilliant and seem to have got even better. Check out the classic *Super Mario World* (a historic video game release) and *Starwing*. And if you haven't played it already, don't miss the definitive *Streetfighter 2*, although a new version is imminent.

This is a stunning machine with a long life ahead, especially if Nintendo ever release the CD unit for it.

COMMODORE AMIGA

A600 Stand alone – £199.99. A600 Wild, Weird and Wicked pack (includes *MicroProse Grand Prix, Deluxe Paint 3, Putty* and *Pushover*) – £229.99. A600 with 20 meg hard drive Epic pack (includes *Epic, Rome, Myth, Trivial Pursuit, Deluxe Paint 3, Dictionary* and *Language Lab*) – £349.99.

The 16-bit Amiga has been the fastest-selling computer since its launch eight years ago. Many thought that the consoles would wipe it out, but nothing could be further from the truth.

Although lacking in some of the dedicated gaming power of the consoles, this hasn't stopped some truly classic games emerging. Just look at *Syndicate, Walker* (a truly violent arcade blast if ever there was one) and *Desert Strike*.

Commodore have also just launched the new 32-bit A1200 which is an extremely powerful ass-kicking machine.

Remember a fair percentage of games appearing on the consoles are just conversions of Amiga games. And with an Amiga, you get to play more than just games.

SEGA MEGA CD

Mega CD and seven games – £269.99. (Price does not include a Mega Drive, and don't forget the Mega CD won't work without one).

Sega's newest weapon in the console wars is the Mega CD. With the huge storage capacity of CDs and the added sound quality, there's a virtual guarantee that some awesome games are set to hit the shelves.

After a shaky start, the line-up is getting stronger all the time. Titles like *Batman Returns* and *Thunderhawk* should redefine gaming as we know it. Obviously a *Sonic* CD game is on the cards which should help push the machine into even more homes. The interactive movie titles should really get the machine moving too.

Sega are indulging in some hard marketing of their latest baby, and there's even a Mega CD 2 in the pipeline at the moment. It boasts a redesigned case and some improved innards, so it should be an even better bet than the original Mega CD. Units are selling like hot-cakes, though, so don't hang about!

NEO GEO

Console plus one controller, no game – £299.99.

The grand-daddy of the consoles – don't laugh you may be old and expensive yourself one day. Let's get one thing straight, most of the games on this machine are great, although when you have to pay between £150 and £200 for each of them, they lose some of their impact.

The games are arcade-perfect, and, thanks to the memory card, you can save your position in a game and then go down your local NEO arcade and start off from that position. Stunning games like *Viewpoint, World Heroes 2* and *Fatal Fury 2* have helped to position this as the top-of-the-range console, but with prices to match, this is only going to appeal to real rock hard tech freaks.

A very nice piece of kit... and if you can afford to keep buying games, good luck to you – and can I be your friend please?

PC ENGINE/TURBO DUO

Prices vary, check with your local supplier.

The NEC PC Engine from Japan is a remarkably neat little 8-bit machine which makes some 16-bit games look weak. The Turbo Duo is the newer version that incorporates a CD drive with the console, the first machine to do this.

Most of the games are Japanese in style, even if they come from the US.

Again this is a machine for real die-hard gamers. Games like the new version of *Streetfighter 2* and *Bomberman 93* keep on coming, so hopefully the machine will pick up in the popularity stakes.

Rumours abound that NEC are about to launch the machine officially in Europe, although nothing concrete has emerged yet. NEC are also in the process of producing a 32-bit console which should emerge later this year, if everything runs to schedule.

If you want state-of-the-art gear, and you've got a quid or two, then have a closer look at this 'un.

THE SHAPE OF THINGS TO COME

So now you know what's out there at the moment, but do you know what's around the corner?

First up, and I'm sure you've heard this name before, is the 3D0. This new American super-console is set to wipe the floor with the opposition when it's launched. The US launch is scheduled for early next year with the UK launch to follow closely on its heels. Games are already in production, including a mind-blowing version of *Road Rash*.

Atari, fresh from the demise of the ST, are set to launch the Jaguar next year. This 64-bit monster is alleged to be a great machine, although whether it will receive the support it deserves is yet to be seen. Games for the Jaguar are being written in the UK as well as in the US and are scheduled to be ready in time for the big launch. Details of the machine are sketchy – no pictures have been released of it and until last month Atari UK even denied the existence of the machine.

Philips have just launched their CD-i machine – a fully interactive CD-based player which lets you play games, listen to disks, and at some time in the future, even watch movies. At the moment there are a lot of educational CDs and a golf and tennis game – but rest assured, there is some good stuff on the way.

3D0 is the machine that the whole of America is chattering about. It's got major backing and it's going to be very, very big.

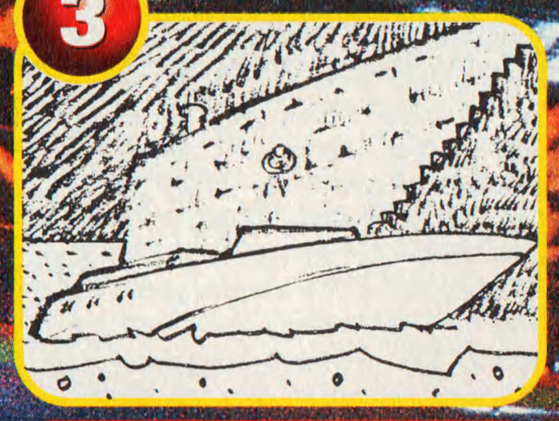
Commodore are fighting back with their Amiga CD 32. It's a 32-bit console with a fast CD drive, and it, too, is going to be big.

The latest news is Commodore's announcement of CD-32's imminent launch. This is the first 32-bit CD console, designed to give the likes of the Mega CD a run for its money. Using the technology which has made the A1200 such a good machine, this turns it into a console with a built-in CD drive. Extra add-ons include a keyboard, disk drive and every other thing you need to turn it back into a computer.

What next? A Game Boy with a CD drive? We might be joking, but you can never tell. Well, you can guarantee that whatever happens on whichever machine, you'll hear about it in GamesMaster first. Remember, we have info on every games machine – even ones that are still on the drawing board. So to keep pace with technology, read GamesMaster.

Right. Let's go through the GamesMaster start sequence.

Here's a radar screen, apparently. Use your imagination.



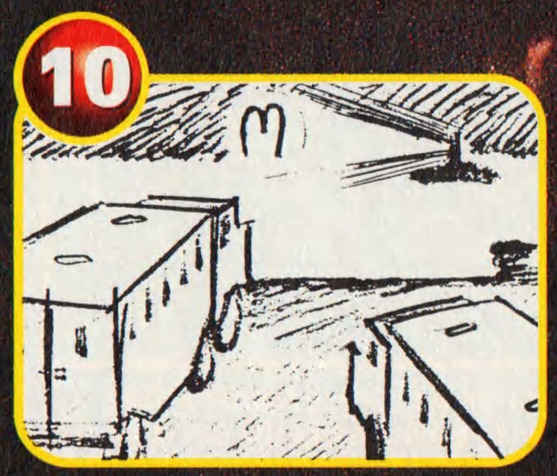
And this is a great powerboat, moored up at a jetty thing.

Obviously this sequence of shots is at a very rough stage.

GamesMaster has taken the TV world by storm. It's a glorious mix of game reviews, tips, challenges and laughs. And here, for the first time, see the storyboard for the new series! It's going to be bigger, better and more unmissable than ever before. Hooray!

TELLY LI

And here's some sponsorship. McDonalds' famous arches.



Lovely. Here it is again. McDonalds will be happy.

Some people get out of the security truck, apparently.

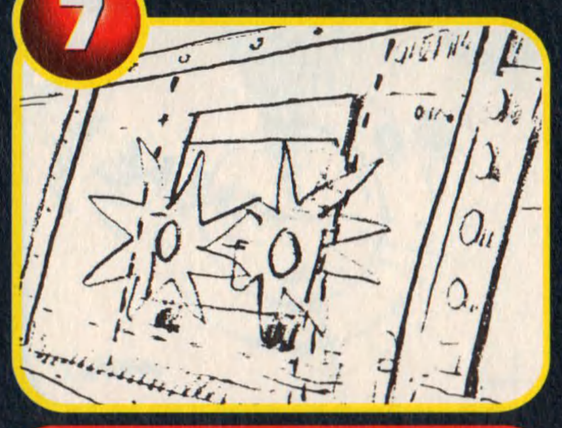
And we zip back to those attractive arches in the sky.

5

This is a security vehicle with big doors and so on. Great.

6

And then everything goes funny for a bit. Like TV static.



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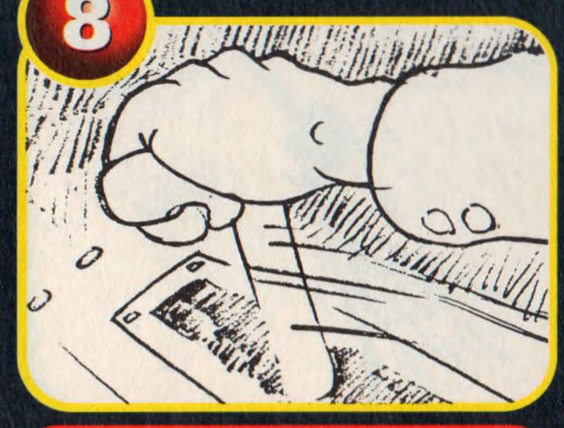
An arty shot of reflected headlamps is next. Phew, eh?



8

This seems just like a hand, though. Very nice. Hmmmm.

IKE IT IS

MEET THE GAMESMASTER

You don't stay ahead by standing still. Well, not unless you're playing a 'standing still' game in which you're disqualified by moving your feet. But apart from that, you must always endeavour to keep one jump ahead.

And that's what the GamesMaster TV show is so good at. The first series, way back in 1991, by way of example was set in a disused, rather scarifying church. A totally inspired choice of location, you must agree. The second was held on a massive oil-rig in what looked suspiciously like the North Sea. Another great, isolated game-paradise.

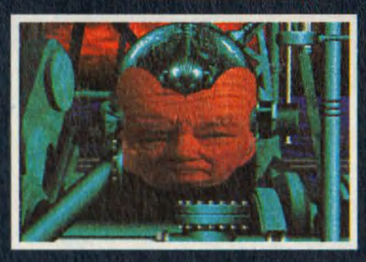
So what about the third series? Well, things are still being sorted out, but it appears to be a new direction entirely. And shuffle closer, as there's a rather neatly thought out story attached...

The GamesMaster himself, always a bit cantankerous and grouchy, has, over the last couple of years, mellowed slightly and realised the power of video games. He understands that by harnessing the skills developed by dedicated players, he might be able to solve a great many of the world's problems. Sounds reasonable. Sounds damn good, in fact.

To this end, he has set up an Academy for game-players. Those eligible are the more rebellious of today's youth. So minor offenders with a great aptitude for video gaming could find themselves spirited off to the secure-walled Academy to turn their previously bored minds to the beating of the world's games. Of course, it's the youth that excel at video games, so that's pretty much who the show will concentrate on. But old people still occasionally get a look in, just to even things up.

Although the Academy is a disciplined place, it's got an air of excitement as misfit players, rejected by society plough their way through the finest games ever devised by man or software house. Around the edges of the main complex there are quiet cells. Each is filled with miscreant outcasts and a game system. The devious minds wrestle with the sprites on the screen, and their fingers dance over the joypads.

The idea of the reformatory promises great things, and there are loads of possibilities to be explored during the show's run later this year and into the next. Watch GamesMaster. It's as essential as the magazine, and, as we say, it'll fix your life. ■

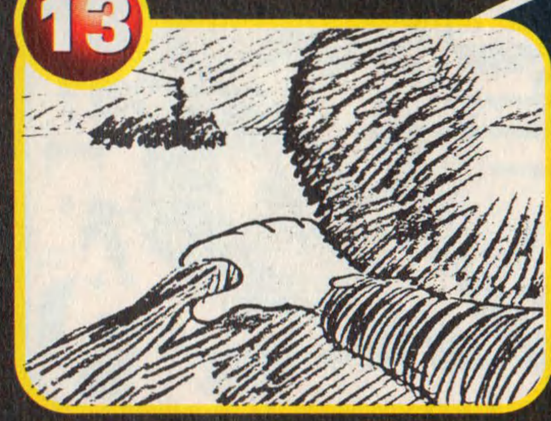


They say power corrupts. The GamesMaster is semi-living, cyborg proof of this. His total mastery over the world of pixels, sprites, collisions and photon laser destruction has gone to his head. His plan is to run the Games Academy in such a way as to turn out a new race of video kids, capable of anything.

But his ultimate control hasn't precluded him from answering questions about games which ordinary folk are stuck on. So if you've got a problem, if no-one else can help, and if you can find him, then maybe you can hire The A Team. Sorry, the GamesMaster. His sarcastic gaming knowledge will solve all game-related conundrums.

In the first two series' of GamesMaster, you only ever saw the chap's head. But there's a possibility that in the third series you'll be able to see all of him, and maybe you can see a bit of the electric chair on which he perches. In the manner of all good super-villains, he might even be carrying a Persian cat.

The GamesMaster deserves his cult status in the games industry and among the games-playing public. The metamorphoses he'll undergo will make him more special. Another reason to watch the show. ■



13

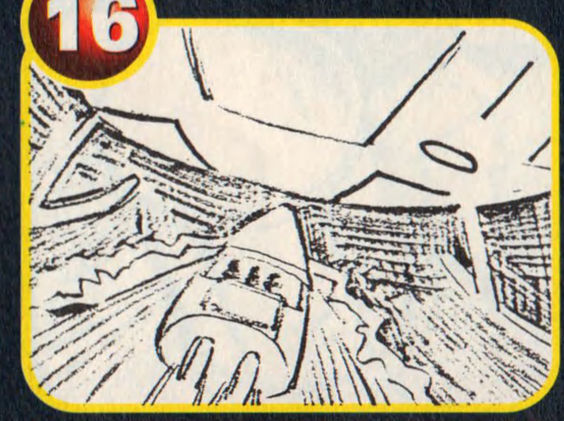
A hand grips the shoulder of a young person. Tension!

14

Young folk are guided into the powerboat. Fear!

15

And we see a pic of the GM logo and McDonalds too.



16

This, by all accounts, is a helicopter swooping over the sea.

The chopper and boat head off towards a big building.

And they're picked up on someone's radar.

The building looks suspiciously like a large fort...

Guarded by some mean-looking robots. Wicked, eh?

MEET THE HENCH-PEOPLE...

A sex symbol or just a drop in the ocean? Geddit? Drop in the ocean!

In the first series of GamesMaster, Dominik had to handle things virtually single-handed, assisted to the most minimal degree by a dialogue-free monk (it was all set in a church, you see) who would hand out the Golden Joystick prizes to victorious challenge contestants.

Moving on to series two, and we find a slinky female diver. (It was on an oil rig, remember). Moving with the grace and agility of a panther (and this despite the huge oxygen tank strapped to her back), the diver gave out the much-coveted Golden Joysticks to those players skilled or lucky enough to win a challenge.

So what can we expect from a converted correctional facility? A guard/instructor would seem logical. At the moment, that's exactly what's being planned. The officer charged with this task will once more be an attractive female with the power to mete out punishment as she sees fit. Wearing bullet-proof body armour and sporting a black crash-helmet, she'll also distribute Golden Joysticks to those who deserve them. Oh, and will deal severely with people who lose embarrassingly.

And what of Auntie Marisia? There's a distinct possibility that she will be metamorphosed into a weary old inmate; a wizened hag with a taste for the incarcerated life and a cynical, jaundiced view of the world. The only person she'll be pleasant to is the GamesMaster, wielding, as he does, the power of life and death over her (and, indeed, all at the Academy). ■

AND MEET THE PRESENTER

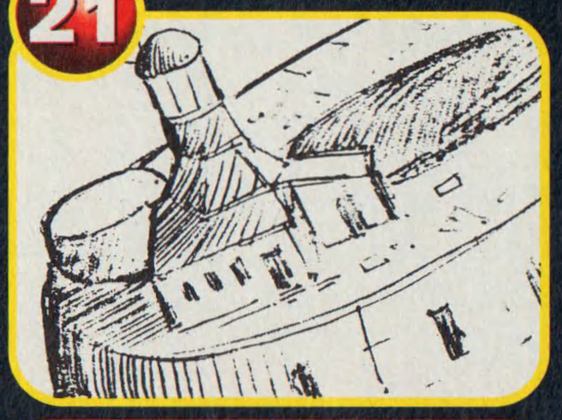
Dominik Diamond – a legend in his own bathroom. In Scotland, too.

Dominik Diamond was the presenter of the last two series. A strapping Scottish lad with a canny knack for games and a highly projectable voice, his fame spread as fast as that of his bright red jacket, and many a female has been known to go weak-kneed at the sight of those unkempt sideburns. Yes, Dom is now a star in his own right. Fame dogs him at every step and his life is plagued with expensive lunches and fast cars.

Times are changing and there's a possibility that Dominik might be moving on to pastures new for the third series. So the big question is, who's going to take over?

Well, er, this might be a trifle difficult to answer at the moment. Hewland International (the company which makes the GamesMaster show) are, at the time of frenzied typing, deciding on their choice of presenter. There's a rumour that the character will be a sort of Academy instructing sergeant of the sort seen in Vietnam films and that much under-rated classic, Stripes with Bill Murray. The idea of an army cadet trainer would fit it neatly with the remit of the show, but it's eminently feasible that the presenter will have a distinct style of his own, and will be such a known face that no real characterisation is necessary.

Anyway, one thing is completely certain. Whoever takes on the weighty mantle of the presenter will end up having the time of their life. And yet again, it's another smashing reason to watch the show. Gosh. They keep coming, don't they? ■

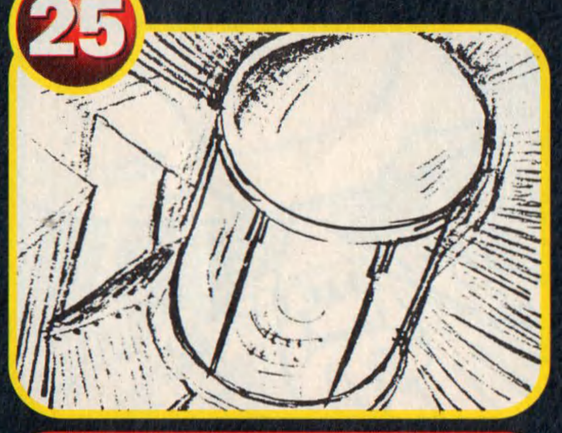


Here's an arty view of the fort. Looks good, doesn't it?

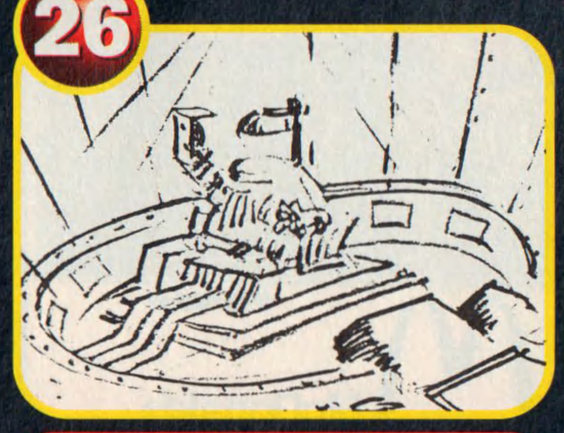
And the boat is seen arriving at a sweet little jetty there.

People disembark and are ushered into the building.

In the finished version, this will say ENTRY CONFIRMED.

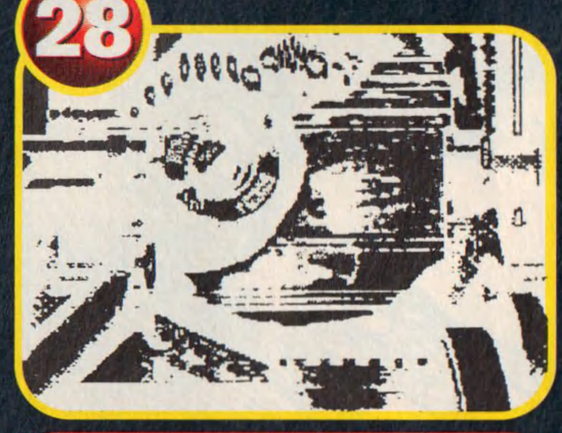


Haha! The fort's tower. This is the hub-type nerve centre.



And at least we see the GamesMaster. It would seem.

Here his head is forming out of his surroundings. Weird.



Screen burnout. Always a favourite with TV owners.

This Ain't No Game

BOB HOSKINS JOHN LEGUIZAMO DENNIS HOPPER

SUPER MARIO BROS.

PG

A LIGHTMOTIVE/ALLIED FILMMAKERS PRESENTATION IN ASSOCIATION WITH CINERGI PRODUCTIONS
BOB HOSKINS JOHN LEGUIZAMO DENNIS HOPPER "SUPER MARIO BROS." SAMANTHA MATHIS FISHER STEVENS FIONA SHAW RICHARD EDSON
MUSIC BY ALAN SILVESTRI COSTUME DESIGNER JOSEPH PORRO VISUAL EFFECTS DESIGNED BY CHRISTOPHER WOODS EDITED BY MARK GOLDBLATT, A.C.E. PRODUCTION DESIGNED BY DAVID L. SNYDER
DIRECTOR OF PHOTOGRAPHY DEAN SEMLER, A.C.S. CO-PRODUCER FRED CARUSO WRITTEN BY PARKER BENNETT & TERRY RUNTE AND ED SOLOMON
PRODUCED BY JAKE EBERTS AND ROLAND JOFFE DIRECTED BY ROCKY MORTON AND ANNABEL JANKEL

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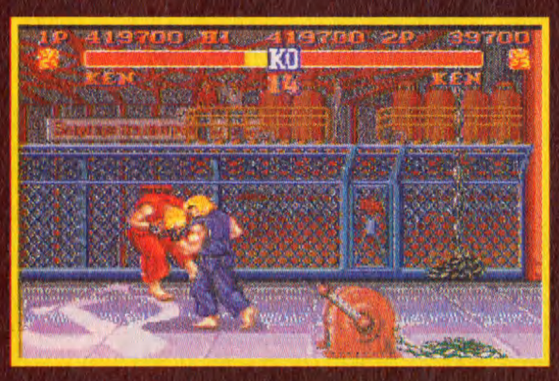
★ ★ AT CINEMAS NATIONWIDE FROM JULY 9 ★ ★

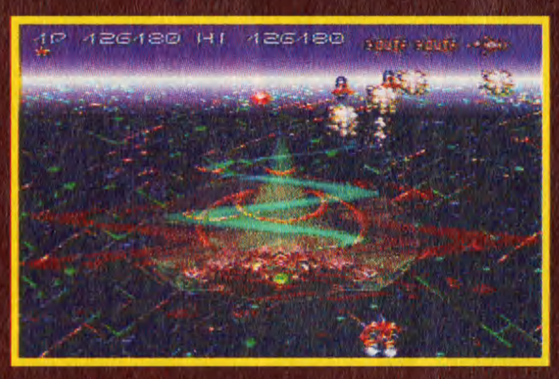
GAMES RECOMMENDS...

You're quite fond of video games, aren't you? You may even be a bit on the obsessive side (snigger). Therefore, to save spending thousands of pounds in smelly old amusement arcades, you've gone and bought yourself a home machine or two. Well, here, for your infinite delectation, are, in our refined and downright omniscient opinion, some of the finest games available for all the home systems. Read it and cry.

SNES



STREETFIGHTER 2 – Capcom
What can we say? *Streetfighter 2* has a certain indefinable quality about it. Maybe it's the fact that you can inflict some serious damage on close personal friends, time and time again (although not literally, of course). A seriously addictive game that will grip you firmly and keep you playing for unreasonable lengths of time.



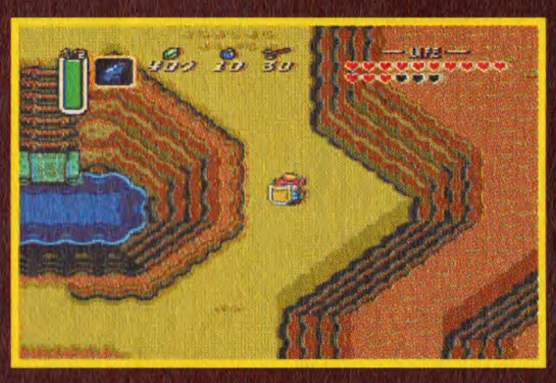
AXELAY – Konami
Fast and frenetic action all the way, and with loads of lovely Mode 7 graphics. Plenty of inventive power-ups and perspective-changing – alternating between vertical and horizontally-scrolling gameplay – with an assortment of well tough nasties for you to contend with. This has to be one of the best playing, looking and challenging shooters ever.

SUPER MARIO WORLD – Nintendo
Quite simply, Mario at his finest. 96 levels of frustrating platform fun. You don't even have to finish all of the levels to complete the game, but if you do manage to notch up all 96, you'll get one hell of a sense of achievement. It's beautifully designed, bulging with gameplay, and only superhuman dexterity and lightning reactions will get you through some of the later levels. Cute little graphics and some great plinky-plonky music make this the best SNES platformer by far.

SUPER MARIO KART – Nintendo
This Mario geezer gets everywhere. Not content with having the best platform game, he muscles in on the driving genre, too. You can either race along various Mode 7-enhanced tracks by yourself, or – if you have any – with your friends.

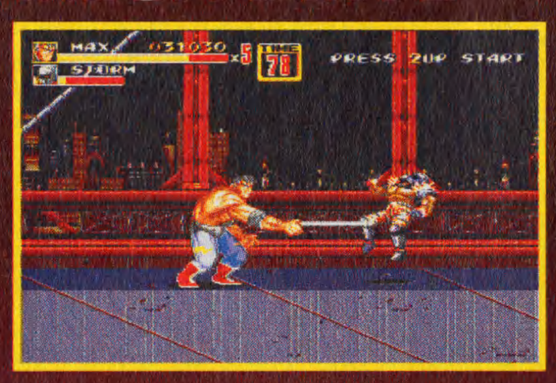
There's also the evil Bubble game – a two-player, head-to-head race to the death. Not only is it enjoyably random, it's annoyingly skilful and terrific fun. The most varied, playable and cutest driving game around.

JIMMY CONNORS PRO TENNIS TOUR – UbiSoft
This game makes great use of the Hudson Soft multitap adaptor, enabling four players to get down to a seriously hectic game of doubles. As a one-player experience, *Jimmy Connors Tennis* is still excellent. However, add those friends, and it instantly gets better. Great graphics and excellent sound, coupled with some outstanding gameplay (which doesn't skimp on the realism) make this the best tennis game on the SNES.

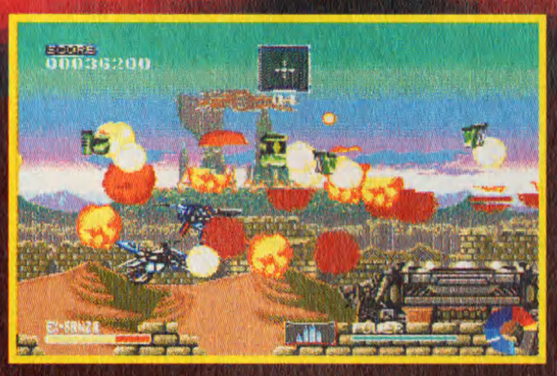


LEGEND OF ZELDA – A LINK TO THE PAST – Nintendo
Following in the tradition of the other *Zelda* games, the fourth instalment uses the SNES' sound and graphics to improve on an already fun-filled game. You play Link, and, being the noble sort of guy that you are, set out to rescue the lovely princess, as you do in all good adventures. The game starts out easy enough and then gets a lot harder, with the puzzles becoming fiendishly difficult. If you've never played an RPG then get this and start dabbling.

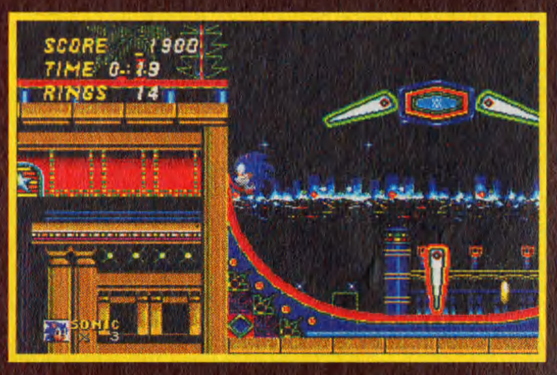
MEGA DRIVE



STREETS OF RAGE 2 – Sega
Until the release of *that* game, this is easily the most sinew-snappingly playable Mega Drive beat-em-down. It's more playable and varied than the game it takes its inspiration from – *Final Fight*. Four characters (with plenty of silly special moves), excellent music, plenty of challenging difficulty levels – and it's a big game, too. 16 MBits big.

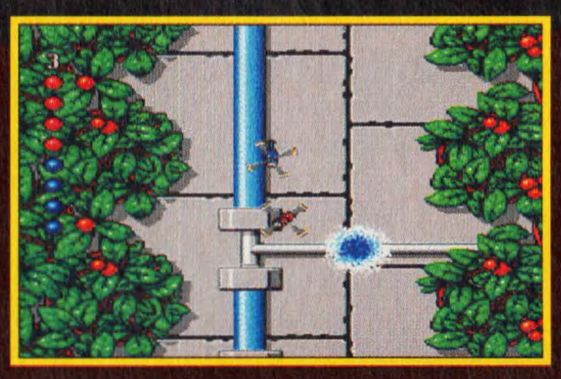


RANGER X – Sega
A superb shoot-em-up which, although it's definitely 'inspired' by Konami's *Cybernator*, actually offers plenty of its own Mega Drive-oriented touches. You play a rather rock chappie in a big assault suit – who also rides an attack motorbike. Of course, you're moving over hostile terrain, fighting big, bad, equally hostile aliens. What makes it all so very – well – attractive, is the look of the thing – more SNES than Mega Drive. *Ranger X* pushes the Mega Drive right to the edge in virtually every category. Ignore it – and, my Mega Drive-owning friend, I'm afraid you're a git.



SONIC 2 – Sega
Oh yes, yes. We know we gave it 65% in issue one. So, now, let's get a few things straight. We weren't just trying to be cool and hard, nor were we out for some valuable first issue notoriety. The fact remains that, although it's undoubtedly fun, speedy, and graphically superb, *Sonic 2* simply doesn't improve sufficiently on the original – and it just isn't challenging enough to even the average gamesplayer. So, here's the advice... Got the original *Sonic*? Don't bother with this. Don't own either? Get *Sonic 2*. Thank you. Now get away from me.

MEGA BLASTER



cessor so good. Being the good guy, you must assemble a band of merry adventurers and save the kingdom from the evil hordes that threaten your very existence. Much cute, sword-wielding role-playing fun to be had. Expect many a sleepless night.

AMIGA

BODY BLOWS – Team 17
Although no-one has yet managed to devise an Amiga beat-em-up with satisfyingly 'weighty' characters (to rival something like SNES *Streetfighter 2*), this is just about as good as it gets. With practice, the fights can be chunkily aggressive and sufficiently combo-ridden. Thoroughly amusing characters, easy-to-access special moves, and loads of extremely silly end-of-fight samples. Definitely recommended.

SWIV – Storm
In the Amiga shoot-em-up field, *SWIV* has plenty of competition (particularly from stuff like Team 17's *Project X*). But it really is the best. Graphics are fabulous, sound is superb, and the objects explode very well indeed. And that's important in a shoot-em-up, you know? Those explosions. I mean, a shoot-em-up without explosions is like – well – a novel without words, a cup of tea without the tea-bag, a packet of fags without the fags. Ahem.

ZOOL – Gremlin
Zool, eh? Sounds a bit like pool or fool, but Zool's certainly no fool when it comes to speed. Heralded as the 'new' Sonic, *Zool* certainly has a fast pace about it not to mention the excellent gameplay. All the graphics are very colourful and the sound is great – loads of different tracks for those who don't like the same old tune. An absolute must for all platform fans. Zool, he's fab.

FORMULA ONE GRAND PRIX – MicroProse
If it's realism you want from your driving, then, erm, you'd be well advised to get hold of this brilliant racing game, *Formula One Grand Prix*. It's extremely realistic. So realistic, in fact, that whenever you crash, you actually die, it's really scary. Obviously, this makes it a bit dangerous, so get yourself a crash helmet... no, no. I'm just kidding, actually. Ho ho and all that. It's not actually that realistic. There are millions of filled polygons, though and it's all quite fast. It draws a nice balance between serious realism and a thoroughly fun arcade driving action. It's great fun!

SENSIBLE SOCCER – Sensible/Renegade
Of all the soccer games that have appeared on the Amiga, Sensible has the best character by far. What looks to be like 22 Ronnie Corbetts, running around a footy pitch, the view works extremely well.

EYE OF THE BEHOLDER 2 – US Gold
This is the greatest adventure game around. It's got suspense, it's got fear and it's got outright (and, occasionally, sudden) violence. Your team, carefully nurtured from the very weak starting position that you must improve upon, really matters to you. They all have their own little personalities and everything. Unlike Ade. Loads of varied and nasty enemies and some serious puzzles make it a superb challenge. Truly excellent.

NEO GEO

FATAL FURY 2 – SNK
Obviously the sequel to *Fatal Fury*, you now have a wider range of characters to choose from and a better array of moves. The fighting and special

MICRO MACHINES – Codemasters
Brilliant. It's a racing game, you see. But, instead of chugging around in tedious old Formula One racing cars, you get to race these tiny Matchbox-type vehicles around some distinctly unlikely, domestic circuits (bath tubs, snooker tables, er, and other places). Laughs aplenty as you fall off into a pocket or get sucked down a whirlpool or something. Well, it seemed to amuse Ade...

JOHN MADDEN'S FOOTBALL 93 – Electronic Arts
Well, it's American Football, isn't it? This third incarnation just about manages to justify its existence (more stats, better graphics, improved sound, more varied plays). The real triumph of the game is that it manages to be playable, addictive and competitive even to those who have little interest in American Football. One of the finest two-player games ever.

SHINING FORCE – Sega
The follow-up to the highly popular game *Shining in the Darkness*, this improves upon the tried and tested formula that made its prede-

techniques are a treat to execute and some are just so exotic, they make you think, "Hmmm, *SF2* perhaps?" It is very good and it is fun to play. It really all depends on how much you like beat-em-ups.

VIEWPOINT – SNK
This has to be classed as the best shoot-em-up on any system – anywhere. The graphics are beautiful and the sound is unbelievable, and the gameplay, well it really is tough. The enemies will stream onto the screen and hurl an untold amount of bullets at you, then, if you're lucky, you'll get through. And that's just the easy level! *Viewpoint* is very similar to that classic oldie *Zaxxon*, and it just improves on it. An excellent game.

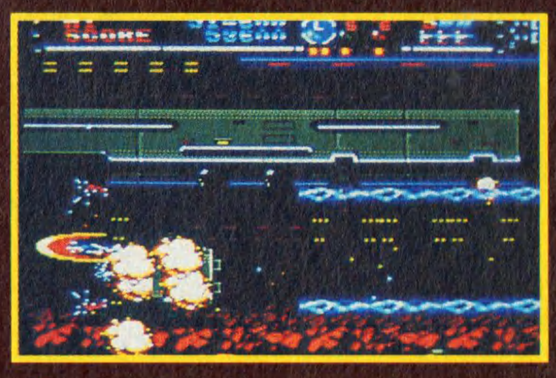
SUPER SIDEKICKS SOCCER – SNK
Not the most perfect sports simulation around, but certainly one of the more satisfyingly playable. Big, superbly animated sprites, masses of detail and plenty of illegal shoulder charges/professional fouls. Extremely similar to the *World Cup Soccer* coin-op which was around sometime in 1988. You may well spend more time knocking the other players over deliberately than you do actually tackling them legitimately, but still, it does play a rollicking great game of footy.

BASEBALL STARS 2 – SNK
Neo Geo baseball games are legendary for their overall goodness. This one beats the slightly more famous *20/20 Baseball* in lots of ways. Fabulous character animation (with lots of close-ups of pitch areas) and plenty of suitably pointless humour (occasionally, the batter will wander over to the pitcher and give him a good fisting).

In the original *Baseball Stars*, the ball tends to go straight to a fielder. In this version, you need to direct it. Also, there are plenty of power-ups – including the ability to increase the size of your bat for a guaranteed home run. Brilliant.

MAGICIAN LORD – SNK
A sort-of platform shoot-em-up with some vague RPG elements. A rather old game that stands the test of time excellently. Basically, you play a wizard. You jump from platform to platform, killing baddies and, occasionally, confronting end-of-level bosses. Collect power-ups by shooting chests and pick up metamorphosis capsules which allow you to change into various other characters. Seven stages, graphically smooth and gorgeous, and some excellent music. In a sense, great.

PC ENGINE



GATE OF THUNDER – Hudsonsoft
Okay we admit it, there was a sequel (*Lords of Thunder*, but, for a variety of reasons, this is actually a much better game. It's sheer arcade quality stuff throughout, and the sound, graphics, bosses and overall speed of the game action make it an astonishingly exciting experience. It's loud, brash and, most importantly, fearsomely playable – with some of the most ridiculously inventive and fiendish level design ever. Seek this one out immediately.

STREETFIGHTER 2 – Capcom/TTI
Look, it's *Streetfighter 2*, okay? What's the matter with you? Never heard of *Streetfighter 2*, eh? Git! How can you possibly *not* have heard of *Streetfighter 2*? Eh, eh? This is the Champion bleedin' Edition. Which means you can 'be' the bosses. Okay. It says Round One, Fight! And you fight. Your mate or the computer. One-on-one. The PC Engine version is an extremely competent conversion with all the features and all the speed. So you needn't buy a SNES now, just think, the bosses, I can't wait. I think I'll be Vega, no Sagat.

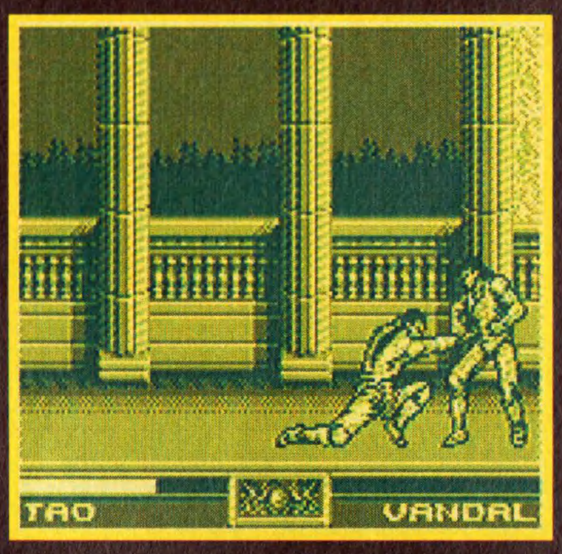
PC KID 3 – Hudsonsoft
Yeah, well, basically it's the same as the original *PC Kid* (a fun, thoroughly silly platform game featuring what appeared to be a young child with a rather overlarge head). This time, however, there's a wonderful simultaneous two-player option. It all seems to be set way back in a bizarre cartoony rendition of prehistoric times, in which you wander around headbutting dinosaurs and (in the two-player version) your mate. Relentlessly. Over and over again. Solid, simple, beautifully designed entertainment.

BOMBERMAN '93 – Hudsonsoft
Undoubtedly the most fun you will ever, ever have with three mates. Forget all that drinking/smoking/hanging around down at the local arcade leering at girls and eating crisps (erm, possibly) – this is a fiercely fabulous multi-player game which, quite conceivably, could well lend itself to a bit of swearing too. The premise is ridiculously basic. A single-screen maze. You waddle around collecting power-ups, laying bombs and attempting to force your opponents (computer or human) to lumber into the ensuing detonations. A wonderfully accurate, ragingly competitive conversion of the *World Conquest* coin-op. Now all we need are those detonations that go around corners...

Y'S BOOK 1 AND 2 – Hudson Soft
A massively popular Japanese RPG now available for the American Turbo Duo. A *Zelda*-style game with lots of CD speech intoning whenever you meet any of the in-game characters. Looks a little primitive, but the game is actually extremely absorbing. Fabulous music. This amusingly titled game actually started life on the Japanese NES, before moving onto the Japanese Master System. Next, it tried to find a small, SC flat in a popular area, where it met an extremely nice platform game called Sarah. It abandoned the idea of getting a flat by itself and moved into Sarah's lovely, spacious studio flat (with separate kitchen and bathroom). Oh, I've had enough of this.

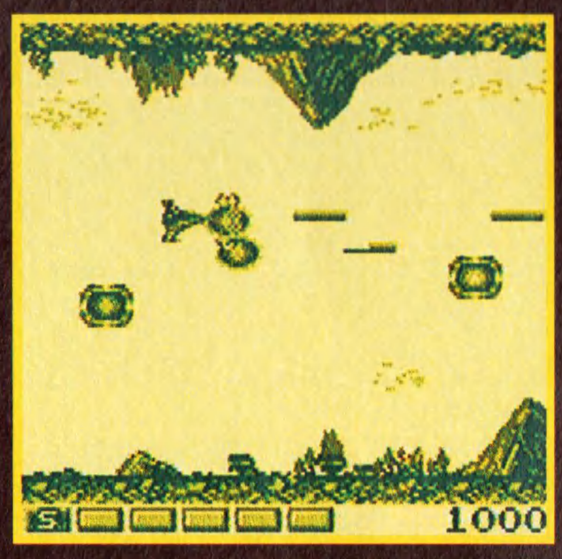
GAME BOY

BATTLE OF OLYMPUS – Imagineer
Until *Zelda* appears, this is, most definitely, the greatest Game Boy role-playing experience. It's all based on popular Greek mythology – as opposed to the usual Tolkienesque fantasy orcs and wizard's wibble – which, in itself, lends a little freshness to the proceedings. It's varied, challenging, and manages to brilliantly balance the platform/sword-wielding action with the quest-type heroics and RPG elements. A classic.



RAGING FIGHTER – Konami
Fed up of those endless Game Boy platform games? Fancy something a little more original? Get out a bit more, then. Play tennis or squash or something. Nah. Only joking. God bless ya. *Raging Fighter* is, mindbendingly enough, a beat-em-up. But it's also a Game Boy beat-em-up which, you may be surprised to learn, is actually rather good in a loads-of-special-moves, plenty-of-different-fighters-and-options sort of way.

A Game Boy link-up facility will allow you to access the tournament mode in which you and a maximum of three other friends can hit each other a lot and fail to leave the house for five or six hours. Not, as it were, bad.

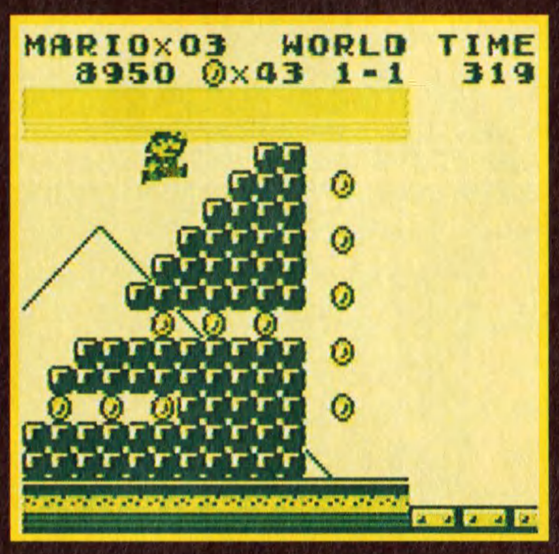


NEMESIS – THE RETURN OF A HERO – Konami
Five levels, lots of bullets, and lots of enemies. To reach the end of the game, all you have to do is simply get through five nastily infested levels full of evil nasty things that want to kill you. Simple, eh? Well, not quite, it's difficult and it's fun. Get it now.

Hi. This is Andy here. Ade wrote all that, actually and – phew – does it show! What I assume he's trying to say is that *Nemesis* is by far the finest Game Boy shoot-em-up with superb graphics, loads of enemy variety and, generally, heaps of challenge. Thanks for calling.

F1 RACE – Nintendo

Very much like the old Atari coin-op, *Pole Position*. This has the added bonus of the really rather marvellous four-player option – made possible by the unique four-player adaptor that comes with the game. Plenty of different tracks and all the standard adrenalin-stimulating driving game action. Ade seems to think that this one could become very boring after a while, but then he'd know, wouldn't he? Eh? Eh?

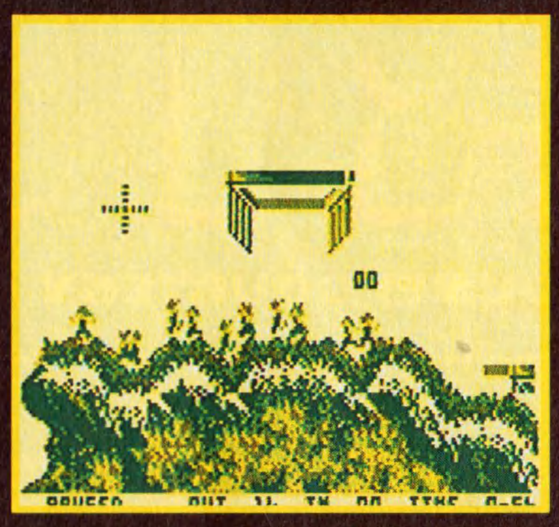


SUPER MARIO LAND – Nintendo

Although there is a sequel, we feel (as is the case with *Gate/Lords of Thunder*) that this game is much better due to the fact that it's distinctly more difficult to finish. As with all Mario games, the idea is to guide the Italian plumber over lots of obstacles, collecting all the essential power-ups that will help you in your quest for victory. Virtually endless fun, and a must-have game for all Game Boy owners.

GOLF – Nintendo

An excellent golf simulation. Just the one course, but it's the full 18 holes and it even comes with a battery backed-up memory. Similar to Nintendo's own NES golf, the difficulty level is pitched pretty high, but, as a Game Boy game, it works brilliantly. Even if you don't like golf as a game, the Game Boy's version could even change your mind. Oh, and Nintendo are trying to aim this one at a slightly more sporty, 'mature' audience. Have you seen the TV ads? All those bleeps and things. Ho ho ho. Not bad.



LEMMINGS – Ocean

Right. Armed with an attractive cross-hair thingy, you must guide a series of alarmingly stupid, green-haired creatures to their 'home'. This is achieved by availing them of certain abilities (digging, climbing, mining, flying). You have a certain quota of lemmings to save on each level, and, should you fail to save them, you'll have to start all over again. Ah, you know it all, anyway. It's been converted onto virtually every system and the Game Boy version works particularly well. Deceptively simple, ragingly addictive and just generally terrific fun.

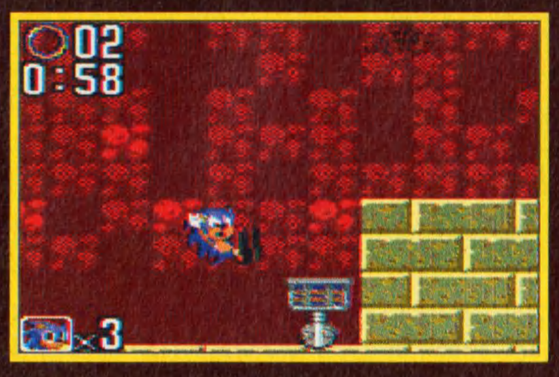
GAME GEAR

MORTAL KOMBAT – Acclaim

Considering the restrictions of a hand-held format, this is astonishingly faithful to the much-maligned coin-op. You know the situation by now – a big, nasty and horrible tournament to the death, presided over by the malevolent (and slightly evil) Shang Tsung. Lots of blood, gore and the trademark 'fatality' moves. Wonderful, sharp graphics and as much of the original as memory will allow. Great.

PAC-MAN – Import

Aw, for old time's sake, eh? *Pac-man* is the most successful coin-op ever... and this is possibly the greatest conversion of it ever. I tell you, it's incredible. It really feels like the coin-op. The graphics and sound are virtually identical and everything! Sigh. And to think, we used to pay 10p to play this down the local chippy. Still a great game. Not as good as *Streetfighter 2* or *Bomberman* – but rather good all the same. Ah, Les tells me it brings back a few good memories... Actually he mentioned something about his big brother and a bicycle. Ho ho ho. That'll embarrass him.



SONIC 2 – Sega

The best Game Gear game ever. It isn't the same game as the Mega Drive version (*Yes, Ade. It's on the Game Gear, you see* – Andy) but, astonishingly enough, it's a lot faster, the bosses are tougher, and (to be slightly tediously straight, cool and a bit controversial for a second) the game is actually better suited to a hand-held. You'll find it pretty difficult to find a better game on any hand-held. Anywhere. Ever. Apparently.

DEFENDERS OF OASIS – Sega

Hand-held RPGs are also a bit limited, really. The graphics are all a bit small and everything. Oh, let's be objective about this. *Defenders of Oasis* is, basically, one of its kind on the Game Gear (overhead perspective, *Zelda*-esque RPG). It's big, there are plenty of nasties to kill/princesses to rescue and, although the game is big, the essential battery back-up makes it all lovely and bearable. Again, though, it's hard to picture anyone getting even slightly moist over small, rapidly flickering (but colourful) images of cutesy people with swords and shields – but, ah, we're just kidding, y'know. We all adore the Game Gear with a passion.

SUPER KICK-OFF – US Gold

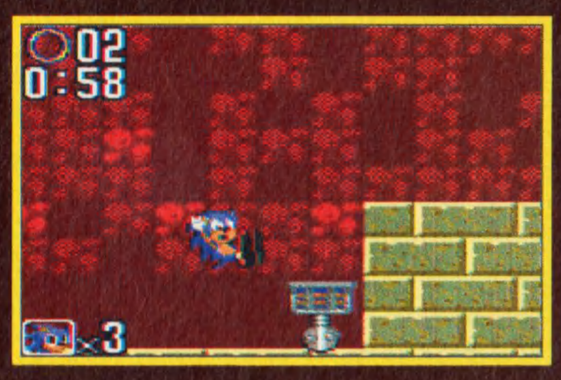
Well, erm, it's football, isn't it? For a hand-held version, this works superbly. It's got all the features of its Mega Drive big brother. Fab footy gameplay with plenty of user-definable options. The graphics are (understandably) a bit small, but the game plays extremely fast and the overall miniscule feel is quickly smothered by some downright excellent playability.

Even if you despise football with every cell of your soul, this, erm, is really rather good.

SUPER OFF-ROAD RACER – Virgin

Hand-held driving games can be a little – well – unsatisfying. I mean, you're hardly going to be reeling with that incredibly realistic feeling of actually 'being there', are you? However, if you really feel the need to sit on a train and pretend to be driving around on the shiny part of a small, black rectangular object (on your knee – in colour) then this is probably the best way to do it. The graphics are a little on the small side, but challenge and gameplay are well up to standard.

NES



MICRO MACHINES – CodeMasters

Right. So, how about the best game ever on the good old NES, then. Eh? Eh? Well, we reckon this is most definitely the one. It's basically a multi-scrolling affair in which the idea is to race miniature versions of helicopters, tanks and Formula One cars over stupefyingly amusing terrain (snooker tables, bath-tubs, sandy beach-type areas). There's a fiendishly difficult one-player game and – where the most fun is to be derived – a ferociously competitive two-player version. Okay, so it's also over there in the Mega Drive section but – er, er, we don't care. So there.

MASTER STM

PRINCE OF PERSIA – Domark

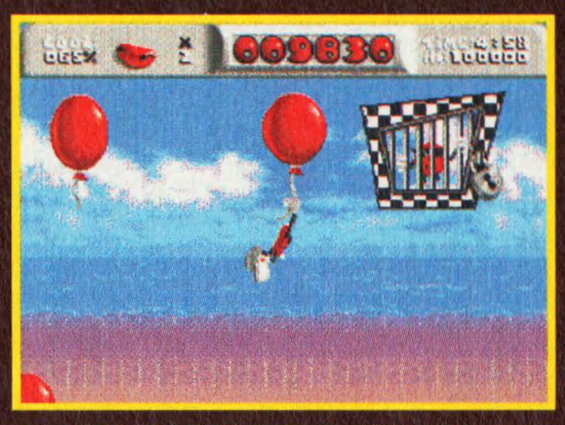
Once upon a time there lived a prince. From Persia. He was a fine, handsome prince with plenty of money and loads and loads of female suitors who would bring him large baskets of finery and grapes. Probably. The prince lived in a large castle and, despite its 8-bit nature, this castle was unbelievably well-animated. Anyway, somebody goes and nicks his woman – and so he has to go and get her back. To do this, he must travel through impressively capacious (and superbly drawn) dungeon areas, fighting hideous minions and jumping over spike-laden pits. Quite probably one of the finest games on the Master System.

And that, people, is it. These are the games we've played, enjoyed and then not played again because *Streetfighter 2 – Turbo* came in, or something. Ahem. What we're saying is – if you have one of the featured systems, then, for your gaming library to be even vaguely respectable, you should consider the purchase of at least one of the featured games. If you don't agree with us, you smell. It's as simple as that. Thanks for calling.

CHARTS

Virgin GAMES CENTRE

THE OFFICIAL CHARTS (FIGURES FOR JUNE) COURTESY OF VIRGIN RETAIL



SNES

1. **Starwing** – Nintendo
2. **Alien 3** – Acclaim
3. **Super Star Wars** – JVC
4. **Super Mario Kart** – Nintendo
5. **Tiny Toon Adventures** – Konami
6. **Super NBA Basketball** – Acclaim/LJN
7. **Pebble Beach Golf** – Nintendo
8. **Mickey's Magical Quest** – Capcom
9. **Bulls vs. Blazers** – Electronic Arts
10. **Super Mario World** – Nintendo

GAME BOY

1. **Top Rank Tennis** – Nintendo
2. **Super Mario 2** – Nintendo
3. **Caveman Ninja** – Elite
4. **Star Wars** – Ubi Soft
5. **Alien 3** – Acclaim
6. **Super Mario** – Nintendo
7. **Lemmings** – Ocean
8. **Mystic Quest** – Ubisoft
9. **Jack Nicklaus Golf** – Nintendo
10. **Terminator 2** – Ocean

MEGA DRIVE

1. **Cool Spot** – Virgin
2. **PGA Tour Golf 2** – Electronic Arts
3. **Super Kick Off** – US Gold
4. **Ecco The Dolphin** – Sega
5. **Tiny Toon Adventures** – Konami
6. **Bulls vs. Blazers** – Electronic Arts
7. **Road Rash 2** – Electronic Arts
8. **Desert Strike** – Electronic Arts
9. **Lemmings** – Psygnosis/Sunsoft
10. **Mutant League Football** – Electronic Arts

PC Engine

1. **Streetfighter 2 –** Champion Edition – Capcom
2. **PC Kid 3** – Hudson Soft
3. **Soldier Blade** – Hudson Soft
4. **Lords of Thunder (CD)** – Hudson Soft
5. **Loom (CD)** – Lucas Arts
6. **R-Type** – Hudson Soft
7. **Ordyne** – Namco
8. **Bomberman '93** – Hudson Soft
9. **World Court Tennis** – Namco
10. **Ultimate Tiger** – Taito

AMIGA

1. **Gunship 2000** – MicroProse
2. **Championship Manager '93** – Domark
3. **Flashback** – US Gold/Delphine
4. **Graham Gooch's Cricket** – Audiogenic
5. **Walker** – Psygnosis
6. **Reach For The Skies** – Virgin
7. **Premier Manager** – Gremlin
8. **A-Train** – Ocean
9. **Desert Strike** – Electronic Arts
10. **Sensible Soccer 92/93 –** Renegade

NES

1. **Noah's Ark** – Konami
2. **Turtles 2** – Konami
3. **Dragon's Lair** – Elite
4. **Micro Machines** – CodeMasters
5. **Pirates** – Microprose
6. **Dizzy** – CodeMasters
7. **Super Sports Challenge** – Nintendo
8. **Bayou Billy** – Nintendo
9. **Probotector** – Konami
10. **Bucky O'Hare** – Nintendo

NEO GEO

1. **Fatal Fury 2** – SNK
2. **World Heroes 2** – SNK
3. **Art of Fighting** – SNK
4. **3 Count Bout** – SNK
5. **King of Monsters 2** – SNK
6. **Baseball Stars** – SNK
7. **Super Sidekicks** – SNK
8. **Viewpoint** – SNK
9. **Sengoku 2** – SNK
10. **The Last Resort** – SNK

GAME GEAR

1. **Mickey Mouse 2** – Sega
2. **WWF Steel Cage** – Sega
3. **Sonic 2** – Sega
4. **Alien 3** – Acclaim
5. **Lemmings** – Sunsoft

LYNX

1. **Dracula** – Atari
2. **Dirty Larry** – Atari
3. **Toki** – Atari
4. **Dinolympics** – Atari
5. **Power Factor** – Atari

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A proper, full-sized edition of GamesMaster is available live and direct (or something) from all good stores now, priced at the brow-smackingly low price of £1.95. The August issue is a rather thrilling combat special featuring the following items (which won't actually be preceded by little circles in the magazine, by the way).

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PLUS!
Dominik's US show report!
Future
4
CHANNEL FOUR TELEVISION

The next edition, which appears on **THURSDAY, 19TH AUGUST** is our Summer Driving Special packed to the, um, sunroof with info, pics and reviews of all the latest automotive entertainment software. As well as the regular yet continually surprising standards of games reporting, you can look forward to the ultimate festival of high-octane thrills, as we review *F1* from Domark, *Rock 'n' Roll Racing* from Interplay and plenty of others. This issue also boasts a 100-page book recommending the best games for your machine.

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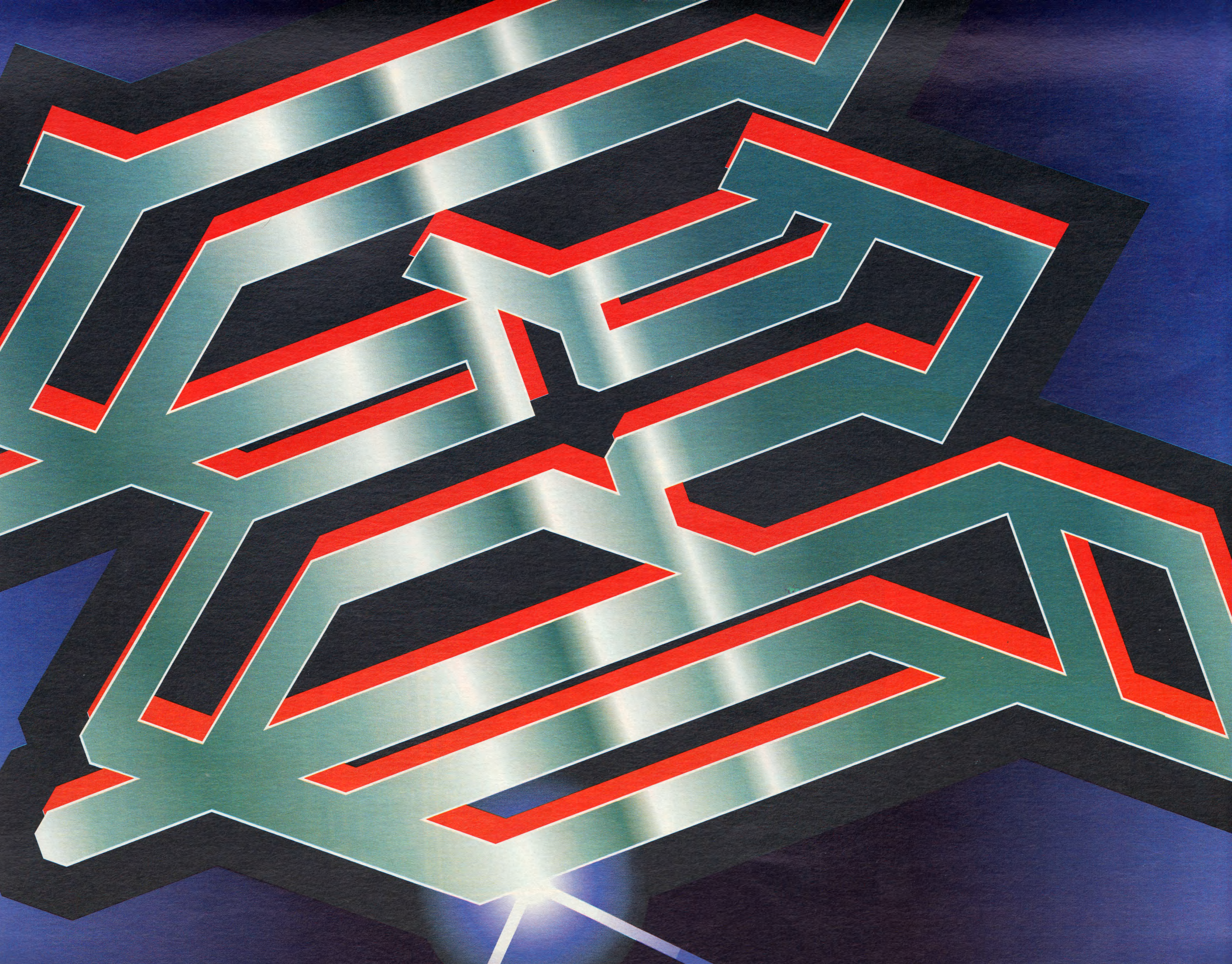
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